

Air Elemental  
{3}{U}{U}  
Creature -- Elemental  
4/4  
Flying

Aladdin's Lamp  
{10}  
Artifact  
{X}, {T}: The next time you would draw a card this turn, instead look at the top X cards of your library and draw one of them. Shuffle the rest and put them on the bottom of your library. X can't be 0.

Aladdin's Ring  
{8}  
Artifact  
{8}, {T}: Aladdin's Ring deals 4 damage to target creature or player.

Animate Artifact  
{3}{U}  
Enchant Artifact  
Enchanted artifact is a creature with power and toughness each equal to its converted mana cost. It's still an artifact.

Animate Dead  
{1}{B}  
Enchantment  
When Animate Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by Animate Dead.  
Enchanted creature gets -1/-0.  
When Animate Dead leaves play, destroy enchanted creature. It can't be regenerated.

Animate Wall  
{W}  
Enchant Creature  
Enchanted creature may attack as though it weren't a Wall.

Ankh of Mishra  
{2}  
Artifact  
Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Armageddon  
{3}{W}  
Sorcery  
Destroy all lands.

Armageddon Clock  
{6}

### Artifact

At the beginning of your upkeep, put a doom counter on Armageddon Clock.

At the beginning of your draw step, Armageddon Clock deals damage to each player equal to the number of doom counters on it.

{4}: Remove a doom counter from Armageddon Clock. Any player may play this ability but only during any upkeep step.

### Aspect of Wolf

{1}{G}

Enchant Creature

Enchanted creature gets +X/+Y, where X is equal to half the number of forests you control, rounded down, and Y is equal to half the number of forests you control, rounded up.

### Atog

{1}{R}

Creature -- Atog

1/2

Sacrifice an artifact: Atog gets +2/+2 until end of turn.

### Bad Moon

{1}{B}

Enchantment

Black creatures get +1/+1.

### Badlands

Land

Badlands is a mountain and a swamp in addition to its land type.

### Balance

{1}{W}

Sorcery

Except the player who controls the fewest lands, each player sacrifices lands until all players control the same number of lands as the player who controls the fewest. Players do the same for creatures and discard cards from their hands the same way.

### Basalt Monolith

{3}

Artifact

Basalt Monolith doesn't untap during your untap step.

{3}: Untap Basalt Monolith.

{T}: Add three colorless mana to your mana pool. This mana can't be spent on abilities of permanents named Basalt Monolith.

### Bayou

Land

Bayou is a swamp and a forest in addition to its land type.

### Benalish Hero

{W}

Creature -- Hero

1/1

## Banding

### Birds of Paradise

{G}

Creature -- Bird

0/1

Flying

{T}: Add one mana of any color to your mana pool.

### Black Knight

{B}{B}

Creature -- Knight

2/2

First strike, protection from white

### Black Vise

{1}

Artifact

As Black Vise comes into play, choose an opponent.

At the beginning of the chosen player's upkeep step, Black Vise deals X damage to that player, where X is the number of cards greater than four in his or her hand.

### Black Ward

{W}

Enchant Creature

Enchanted creature has protection from black. This effect doesn't remove Black Ward.

### Blessing

{W}{W}

Enchant Creature

{W}: Enchanted creature gets +1/+1 until end of turn.

### Blue Elemental Blast

{U}

Instant

Choose one -- Counter target red spell; or destroy target red permanent.

### Blue Ward

{W}

Enchant Creature

Enchanted creature has protection from blue. This effect doesn't remove Blue Ward.

### Bog Wraith

{3}{B}

Creature -- Wraith

3/3

Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

### Bottle of Suleiman

{4}

Artifact

{1}, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play.

Braingeyser

{X}{U}{U}

Sorcery

Target player draws X cards.

Brass Man

{1}

Artifact Creature

1/3

Brass Man doesn't untap during your untap step.

{1}: Untap Brass Man. Play this ability only during your upkeep.

Burrowing

{R}

Enchant Creature

Enchanted creature has mountainwalk. #(It's unblockable as long as defending player controls a mountain.)#

Castle

{3}{W}

Enchantment

Untapped creatures you control get +0/+2.

Celestial Prism

{3}

Artifact

{2}, {T}: Add one mana of any color to your mana pool.

Channel

{G}{G}

Sorcery

Until end of turn, any time you could play a mana ability you may pay 1 life. If you do, add one colorless mana to your mana pool.

Chaoslace

{R}

Instant

Target spell or permanent becomes red. #(Its mana symbols remain unchanged.)#

Circle of Protection: Black

{1}{W}

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue

{1}{W}

Enchantment

{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green

{1}{W}

Enchantment

{1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red

{1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White

{1}{W}

Enchantment

{1}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Clockwork Beast

{6}

Artifact Creature

0/4

Clockwork Beast comes into play with seven +1/+0 counters on it.

Clockwork Beast can't have more than seven +1/+0 counters on it.

At end of combat, if Clockwork Beast attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Beast. Play this ability only during your upkeep.

Clone

{3}{U}

Creature -- Clone

0/0

As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

Cockatrice

{3}{G}{G}

Creature -- Cockatrice

2/4

Flying

Whenever Cockatrice blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Conservator

{4}

Artifact

{3}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

Contract from Below  
{B}

Sorcery

Remove Contract from Below from your deck before playing if you're not playing for ante.

Discard your hand, add the top card of your library to the ante, then draw seven cards.

Control Magic

{2}{U}{U}

Enchant Creature

You control enchanted creature.

Conversion

{2}{W}{W}

Enchantment

All mountains are plains.

At the beginning of your upkeep, sacrifice Conversion unless you pay {W}{W}.

Copy Artifact

{1}{U}

Enchantment

As Copy Artifact comes into play, you may choose an artifact in play. If you do, Copy Artifact comes into play as a copy of that artifact. It's still an enchantment.

Counterspell

{U}{U}

Instant

Counter target spell.

Craw Wurm

{4}{G}{G}

Creature -- Wurm

6/4

Creature Bond

{1}{U}

Enchant Creature

When enchanted creature is put into a graveyard, Creature Bond deals damage equal to that creature's toughness to the creature's controller.

Crumble

{G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

Crusade

{W}{W}

Enchantment

White creatures get +1/+1.

Crystal Rod

{1}

Artifact

Whenever a player plays a blue spell, you may pay {1}. If you do, you gain 1 life.

Cursed Land

{2}{B}{B}

Enchant Land

At the beginning of the upkeep of enchanted land's controller, Cursed Land deals 1 damage to that player.

Dancing Scimitar

{4}

Artifact Creature

1/5

Flying

Dark Ritual

{B}

Instant

Add {B}{B}{B} to your mana pool.

Darkpact

{B}{B}{B}

Sorcery

Remove Darkpact from your deck before playing if you're not playing for ante.

You own target card in the ante. That card's previous owner owns Darkpact. Put that card on top of your library and Darkpact into the ante.

Death Ward

{W}

Instant

Regenerate target creature.

Deathgrip

{B}{B}

Enchantment

{B}{B}: Counter target green spell.

Deathlace

{B}

Instant

Target spell or permanent becomes black. #(Mana symbols on that permanent remain unchanged.)#

Demonic Attorney

{1}{B}{B}

Sorcery

Remove Demonic Attorney from your deck before playing if you're not playing for ante.  
Each player antes the top card of his or her library.

Demonic Hordes

{3}{B}{B}{B}

Creature -- Demon

5/5

{T}: Destroy target land.

At the beginning of your upkeep, unless you pay {B}{B}{B}, tap Demonic Hordes and sacrifice a land of an opponent's choice.

Demonic Tutor

{1}{B}

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

Desert Twister

{4}{G}{G}

Sorcery

Destroy target permanent.

Dingus Egg

{4}

Artifact

Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Disenchant

{1}{W}

Instant

Destroy target artifact or enchantment.

Disintegrate

{X}{R}

Sorcery

Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Disrupting Scepter

{3}

Artifact

{3}, {T}: Target player discards a card from his or her hand. Play this ability only during your turn.

Dragon Engine

{3}

Artifact Creature

1/3

{2}: Dragon Engine gets +1/+0 until end of turn.

Dragon Whelp



{2}{R}{R}

Creature -- Dragon

2/3

Flying

{R}: Dragon Whelp gets +1/+0 until end of turn. If this ability is played four or more times this turn, sacrifice Dragon Whelp at end of turn.

Drain Life

{X}{1}{B}

Sorcery

Spend only black mana on X.

Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Drain Power

{U}{U}

Sorcery

Target player plays a mana ability of each land he or she controls, then empties his or her mana pool. Add mana to your mana pool equal to the type and amount emptied from that player's mana pool this way.

Drudge Skeletons

{1}{B}

Creature -- Skeleton

1/1

{B}: Regenerate Drudge Skeletons.

Dwarven Warriors

{2}{R}

Creature -- Dwarf

1/1

{T}: Target creature with power 2 or less is unblockable this turn.

Dwarven Weaponsmith

{1}{R}

Creature -- Dwarf

1/1

{T}, Sacrifice an artifact: Put a +1/+1 counter on target creature. Play this ability only during your upkeep.

Earth Elemental

{3}{R}{R}

Creature -- Elemental

4/5

Earthbind

{R}

Enchant Creature

When Earthbind comes into play, if enchanted creature has flying,

Earthbind deals 2 damage to that creature and Earthbind gains "Enchanted creature loses flying."

Earthquake

{X}{R}

Sorcery

Earthquake deals X damage to each creature without flying and each player.

Ebony Horse

{3}

Artifact

{2}, {T}: Untap target attacking creature you control. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

El-Hajjaj

{1}{B}{B}

Creature -- El-Hajjaj

1/1

Whenever El-Hajjaj deals damage to a creature or player, you gain life equal to the damage dealt, but not more than the player's life total before El-Hajjaj dealt damage or the creature's toughness.

Elvish Archers

{1}{G}

Creature -- Elf

2/1

First strike

Energy Flux

{2}{U}

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

Erg Raiders

{1}{B}

Creature -- Raider

2/3

At the end of your turn, if Erg Raiders didn't attack this turn, Erg Raiders deals 2 damage to you unless it came under your control this turn.

Evil Presence

{B}

Enchant Land

Enchanted land is a swamp.

Eye for an Eye

{W}{W}

Instant

Eye for an Eye deals X damage to the controller of the source of

your choice that dealt damage to you this turn, where X is the damage dealt to you by that source this turn.

Farmstead

{W}{W}{W}

Enchant Land

Enchanted land has "At the beginning of your upkeep, you may pay {W}{W}. If you do, you gain 1 life."

Fastbond

{G}

Enchantment

You may play as many lands as you choose on your turn.

Whenever you play a land other than the first land of the turn, Fastbond deals 1 damage to you.

Fear

{B}{B}

Enchant Creature

Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Feedback

{2}{U}

Enchant Enchantment

At the beginning of the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to that player.

Fire Elemental

{3}{R}{R}

Creature -- Elemental

5/4

Fireball

{X}{Y}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players.

Firebreathing

{R}

Enchant Creature

{R}: Enchanted creature gets +1/+0 until end of turn.

Flashfires

{3}{R}

Sorcery

Destroy all plains.

Flight

{U}

Enchant Creature

Enchanted creature has flying.

Flying Carpet

{4}

Artifact

{2}, {T}: Target creature gains flying until end of turn.

Fog

{G}

Instant

Prevent all combat damage that would be dealt this turn.

Force of Nature

{2}{G}{G}{G}{G}

Creature -- Force

8/8

Trample

At the beginning of your upkeep, Force of Nature deals 8 damage to you unless you pay {G}{G}{G}{G}.

Forest

Land

[G]

Fork

{R}{R}

Instant

Put a copy of target instant or sorcery spell onto the stack, except that it copies Fork's color and you may choose new targets for the copy.

Frozen Shade

{2}{B}

Creature -- Shade

0/1

{B}: Frozen Shade gets +1/+1 until end of turn.

Fungusaur

{3}{G}

Creature -- Fungusaur

2/2

At end of turn, if Fungusaur was dealt damage this turn, put a +1/+1 counter on it.

Gaea's Liege

{3}{G}{G}{G}

Creature -- Gaea's-Liege

\*/\*

As long as Gaea's Liege isn't attacking, its power and toughness are each equal to the number of forests you control. As long as Gaea's Liege is attacking, its power and toughness are each equal to the number of forest defending player controls.

{T}: Target land becomes a forest until Gaea's Liege leaves play.

Giant Growth

{G}  
Instant  
Target creature gets +3/+3 until end of turn.

Giant Spider  
{3}{G}  
Creature -- Spider  
2/4  
Giant Spider may block as though it had flying.

Glasses of Urza  
{1}  
Artifact  
{T}: Look at target player's hand.

Gloom  
{2}{B}  
Enchantment  
White spells cost an additional {3} to play.  
Activated abilities of white enchantments cost an additional {3} to play.

Goblin Balloon Brigade  
{R}  
Creature -- Goblin  
1/1  
{R}: Goblin Balloon Brigade gains flying until end of turn.

Goblin King  
{1}{R}{R}  
Creature -- Lord  
2/2  
All Goblins get +1/+1 and have mountainwalk. #(They're unblockable as long as defending player controls a mountain.)#

Granite Gargoyle  
{2}{R}  
Creature -- Gargoyle  
2/2  
Flying  
{R}: Granite Gargoyle gets +0/+1 until end of turn.

Gray Ogre  
{2}{R}  
Creature -- Ogre  
2/2

Green Ward  
{W}  
Enchant Creature  
Enchanted creature has protection from green. This effect doesn't remove Green Ward.

Grizzly Bears  
{1}{G}  
Creature -- Bear  
2/2

Guardian Angel  
{X}{W}  
Instant  
Prevent the next X damage that would be dealt to target creature or player this turn. Until end of turn, you may pay {1} any time you could play an instant. If you do, prevent the next 1 damage that would be dealt to that creature or player this turn.

Healing Salve  
{W}  
Instant  
Choose one -- Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Helm of Chatzuk  
{1}  
Artifact  
{1}, {T}: Target creature gains banding until end of turn.

Hill Giant  
{3}{R}  
Creature -- Giant  
3/3

Holy Armor  
{W}  
Enchant Creature  
Enchanted creature gets +0/+2.  
{W}: Enchanted creature gets +0/+1 until end of turn.

Holy Strength  
{W}  
Enchant Creature  
Enchanted creature gets +1/+2.

Howl from Beyond  
{X}{B}  
Instant  
Target creature gets +X/+0 until end of turn.

Howling Mine  
{2}  
Artifact  
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Hurkyl's Recall

{1}{U}

Instant

Return all artifacts target player owns to his or her hand.

Hurloon Minotaur

{1}{R}{R}

Creature -- Minotaur

2/3

Hurricane

{X}{G}

Sorcery

Hurricane deals X damage to each creature with flying and each player.

Hypnotic Specter

{1}{B}{B}

Creature -- Specter

2/2

Flying

Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random from his or her hand.

Instill Energy

{G}

Enchant Creature

Enchanted creature has haste. #(It may attack and #{T}# the turn it comes under your control.)#

{0}: Untap enchanted creature. Play this ability only during your turn but only once each turn.

Iron Star

{1}

Artifact

Whenever a player plays a red spell, you may pay {1}. If you do, you gain 1 life.

Ironroot Treefolk

{4}{G}

Creature -- Treefolk

3/5

Island

Land

[U]

Island Fish Jasconius

{4}{U}{U}{U}

Creature -- Island-Fish

6/8

Island Fish Jasconius can't attack unless defending player controls an island.

Jasconius doesn't untap during your untap step.  
{U}{U}{U}: Untap Jasconius. Play this ability only during your upkeep.  
When you control no islands, sacrifice Jasconius.

#### Island Sanctuary

{1}{W}

Enchantment

If you would draw a card during your draw step, instead you may skip that draw. If you do, until the beginning of your next turn, only creatures with flying or islandwalk may attack you.

#### Ivory Cup

{1}

Artifact

Whenever a player plays a white spell, you may pay {1}. If you do, you gain 1 life.

#### Ivory Tower

{1}

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

#### Jade Monolith

{4}

Artifact

{1}: The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

#### Jandor's Ring

{6}

Artifact

{2}, {T}, Discard from your hand the last card you drew this turn: Draw a card.

#### Jandor's Saddlebags

{2}

Artifact

{3}, {T}: Untap target creature.

#### Jayemdae Tome

{4}

Artifact

{4}, {T}: Draw a card.

#### Juggernaut

{4}

Artifact Creature

5/3

Juggernaut attacks each turn if able.

Juggernaut can't be blocked by Walls.



Jump  
{U}  
Instant  
Target creature gains flying until end of turn.

Karma  
{2}{W}{W}  
Enchantment  
At the beginning of each player's upkeep, Karma deals to that player damage equal to the number of swamps he or she controls.

Keldon Warlord  
{2}{R}{R}  
Creature -- Lord  
\*/  
Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control.

Kird Ape  
{R}  
Creature -- Ape  
1/1  
Kird Ape gets +1/+2 as long as you control a forest.

Kormus Bell  
{4}  
Artifact  
All swamps are 1/1 creatures that are still lands.

Kudzu  
{1}{G}{G}  
Enchant Land  
When enchanted land becomes tapped, destroy it. That land's controller moves Kudzu to a land of his or her choice.

Lance  
{W}  
Enchant Creature  
Enchanted creature has first strike.

Ley Druid  
{2}{G}  
Creature -- Cleric  
1/1  
{T}: Untap target land.

Library of Leng  
{1}  
Artifact  
You have no maximum hand size.  
If an effect causes you to discard a card from your hand, discard it, but you may put it on top of your library instead of into your graveyard.

Lifeforce  
{G}{G}  
Enchantment  
{G}{G}: Counter target black spell.

Lifelace  
{G}  
Instant  
Target spell or permanent becomes green. #(Mana symbols on that permanent remain unchanged.)#

Lifetap  
{U}{U}  
Enchantment  
Whenever a forest an opponent controls becomes tapped, you gain 1 life.

Lightning Bolt  
{R}  
Instant  
Lightning Bolt deals 3 damage to target creature or player.

Living Artifact  
{G}  
Enchant Artifact  
Whenever you're dealt damage, put that many vitality counters on Living Artifact.  
At the beginning of your upkeep, you may remove a vitality counter from Living Artifact. If you do, you gain 1 life.

Living Lands  
{3}{G}  
Enchantment  
All forests are 1/1 creatures that are still lands.

Living Wall  
{4}  
Artifact Creature -- Wall  
0/6  
#(Walls can't attack.)#  
{1}: Regenerate Living Wall.

Llanowar Elves  
{G}  
Creature -- Elf  
1/1  
{T}: Add {G} to your mana pool.

Lord of Atlantis  
{U}{U}  
Creature -- Lord  
2/2  
All Merfolk get +1/+1 and have islandwalk. #(They're unblockable as long as defending player controls an island.)#

Lord of the Pit

{4}{B}{B}{B}

Creature -- Demon

7/7

Flying, trample

At the beginning of your upkeep, sacrifice a creature other than Lord of the Pit. If you can't, Lord of the Pit deals 7 damage to you.

Lure

{1}{G}{G}

Enchant Creature

All creatures able to block enchanted creature do so.

Magical Hack

{U}

Instant

Change the text of target spell or permanent by replacing all instances of one basic land type with another. #(For example, you may change "swampwalk" to "plainswalk.") (This effect doesn't end at end of turn.)#

Magnetic Mountain

{1}{R}{R}

Enchantment

Blue creatures don't untap during their controllers' untap steps. Blue creatures have "{4}: Untap this creature. Play this ability only during your upkeep."

Mahamoti Djinn

{4}{U}{U}

Creature -- Djinn

5/6

Flying

Mana Flare

{2}{R}

Enchantment

Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Mana Short

{2}{U}

Instant

Tap all lands target player controls and empty his or her mana pool.

Mana Vault

{1}

Artifact

Mana Vault doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap Mana Vault.

At the beginning of your draw step, if Mana Vault is tapped, it

deals 1 damage to you.

{T}: Add three colorless mana to your mana pool.

Manabarbs

{3}{R}

Enchantment

Whenever a player taps a land for mana, Manabarbs deals 1 damage to that player.

Meekstone

{1}

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

Merfolk of the Pearl Trident

{U}

Creature -- Merfolk

1/1

Mesa Pegasus

{1}{W}

Creature -- Pegasus

1/1

Flying, banding

Mijae Djinn

{R}{R}{R}

Creature -- Djinn

6/3

Whenever Mijae Djinn attacks, flip a coin. If you lose the flip, remove Mijae Djinn from combat and tap it.

Millstone

{2}

Artifact

{2}, {T}: Target player puts the top two cards of his or her library into his or her graveyard.

Mind Twist

{X}{B}

Sorcery

Target player discards X cards at random from his or her hand.

Mishra's War Machine

{7}

Artifact Creature

5/5

Banding

At the beginning of your upkeep, unless you discard a card from your hand, tap Mishra's War Machine and it deals 3 damage to you.

Mons's Goblin Raiders

{R}  
Creature -- Goblin  
1/1

Mountain  
Land  
[R]

Nether Shadow  
{B}{B}  
Creature -- Spirit  
1/1  
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#  
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play.

Nettling Imp  
{2}{B}  
Creature -- Imp  
1/1  
{T}: Target non-Wall creature the active player controls attacks this turn, if able. At end of turn, if that creature didn't attack this turn, destroy it. Ignore this effect if that player didn't control the creature continuously since the beginning of the turn. Play this ability only during an opponent's turn before attackers are declared.

Nevinyrral's Disk  
{4}  
Artifact  
Nevinyrral's Disk comes into play tapped.  
{1}, {T}: Destroy all artifacts, creatures, and enchantments.

Nightmare  
{5}{B}  
Creature -- Nightmare  
\*/  
Flying  
Nightmare's power and toughness are each equal to the number of swamps you control.

Northern Paladin  
{2}{W}{W}  
Creature -- Knight  
3/3  
{W}{W}, {T}: Destroy target black permanent.

Obsidian Golem  
{6}  
Artifact Creature -- Golem  
4/6

Onulet

{3}

Artifact Creature

2/2

When Onulet is put into a graveyard from play, you gain 2 life.

Orcish Artillery

{1}{R}{R}

Creature -- Orc

1/3

{T}: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Oriflamme

{3}{R}

Enchantment

Attacking creatures you control get +1/+0.

Ornithopter

{0}

Artifact Creature

0/2

Flying

Paralyze

{B}

Enchant Creature

When Paralyze comes into play, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Enchanted creature has "At the beginning of your upkeep, you may pay {4}. If you do, untap this creature."

Pearled Unicorn

{2}{W}

Creature -- Unicorn

2/2

Personal Incarnation

{3}{W}{W}{W}

Creature -- Avatar

6/6

{0}: The next 1 damage that would be dealt to Personal Incarnation this turn is dealt to its owner instead. Any player may play this ability, but only if he or she owns Personal Incarnation.

When Personal Incarnation is put into a graveyard from play, its owner loses half his or her life, rounded up.

Pestilence

{2}{B}{B}

Enchantment

At end of turn, if no creatures are in play, sacrifice Pestilence.

{B}: Pestilence deals 1 damage to each creature and each player.

Phantasmal Forces

{3}{U}

Creature -- Phantasm

4/1

Flying

At the beginning of your upkeep, sacrifice Phantasmal Forces unless you pay {U}.

Phantasmal Terrain

{U}{U}

Enchant Land

As Phantasmal Terrain comes into play, choose a basic land type.

Enchanted land's type is the chosen type.

Phantom Monster

{3}{U}

Creature -- Phantasm

3/3

Flying

Pirate Ship

{4}{U}

Creature -- Ship

4/3

Pirate Ship can't attack unless defending player controls an island.

When you control no islands, sacrifice Pirate Ship.

{T}: Pirate Ship deals 1 damage to target creature or player.

Plague Rats

{2}{B}

Creature -- Rat

\*/\*

Plague Rats's power and toughness are each equal to the number of creatures named Plague Rats in play.

Plains

Land

[W]

Plateau

Land

Plateau is a plains and a mountain in addition to its land type.

Power Leak

{1}{U}

Enchant Enchantment

At the beginning of the upkeep of enchanted enchantment's controller, that player may pay up to {2}. For each one mana less than {2} he or she pays this way, Power Leak deals 1 damage to him or her.

Power Sink

{X}{U}

Instant

Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Power Surge

{R}{R}

Enchantment

At the beginning of each player's upkeep, Power Surge deals X damage to that player, where X is the number of untapped lands he or she controlled at the beginning of this turn.

Primal Clay

{4}

Artifact Creature

\*/\*

Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. #(Walls can't attack.)#

Prodigal Sorcerer

{2}{U}

Creature -- Wizard

1/1

{T}: Prodigal Sorcerer deals 1 damage to target creature or player.

Psychic Venom

{1}{U}

Enchant Land

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Purelace

{W}

Instant

Target spell or permanent becomes white. #(Mana symbols on that permanent remain unchanged.)#

Raise Dead

{B}

Sorcery

Return target creature card from your graveyard to your hand.

Reconstruction

{U}

Sorcery

Return target artifact card from your graveyard to your hand.

Red Elemental Blast

{R}

Instant

Choose one -- Counter target blue spell; or destroy target blue permanent.



Red Ward

{W}

Enchant Creature

Enchanted creature has protection from red. This effect doesn't remove Red Ward.

Regeneration

{1}{G}

Enchant Creature

{G}: Regenerate enchanted creature.

Regrowth

{1}{G}

Sorcery

Return target card from your graveyard to your hand.

Resurrection

{2}{W}{W}

Sorcery

Return target creature card from your graveyard to play.

Reverse Damage

{1}{W}{W}

Instant

The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way.

Reverse Polarity

{W}{W}

Instant

You gain X life, where X is twice the damage dealt to you so far this turn by artifacts.

Righteousness

{W}

Instant

Target blocking creature gets +7/+7 until end of turn.

Roc of Kher Ridges

{3}{R}

Creature -- Roc

3/3

Flying

Rock Hydra

{X}{R}{R}

Creature -- Hydra

0/0

Rock Hydra comes into play with X +1/+1 counters on it.

For each 1 damage that would be dealt to Rock Hydra, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that 1 damage.

{R}: Prevent the next 1 damage that would be dealt to Rock Hydra this turn.  
{R}{R}{R}: Put a +1/+1 counter on Rock Hydra. Play this ability only during your upkeep.

Rocket Launcher

{4}

Artifact

{2}: Rocket Launcher deals 1 damage to target creature or player. Sacrifice Rocket Launcher at end of turn. Play this ability only if you've controlled Rocket Launcher continuously since the most recent beginning of your turn.

Rod of Ruin

{4}

Artifact

{3}, {T}: Rod of Ruin deals 1 damage to target creature or player.

Royal Assassin

{1}{B}{B}

Creature -- Assassin

1/1

{T}: Destroy target tapped creature.

Sacrifice

{B}

Instant

As an additional cost to play Sacrifice, sacrifice a creature. Add to your mana pool an amount of black mana equal to the sacrificed creature's converted mana cost.

Samite Healer

{1}{W}

Creature -- Cleric

1/1

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Savannah

Land

Savannah is a plains and a forest in addition to its land type.

Savannah Lions

{W}

Creature -- Lion

2/1

Scathe Zombies

{2}{B}

Creature -- Zombie

2/2

Scavenging Ghoul

{3}{B}

Creature -- Ghoul

2/2

At end of turn, put a corpse counter on Scavenging Ghoul for each creature put into a graveyard from play that turn.

Remove a corpse counter from Scavenging Ghoul: Regenerate Scavenging Ghoul.

Scrubland

Land

Scrubland is a plains and a swamp in addition to its land type.

Scryb Sprites

{G}

Creature -- Faerie

1/1

Flying

Sea Serpent

{5}{U}

Creature -- Serpent

5/5

Sea Serpent can't attack unless defending player controls an island.

When you control no islands, sacrifice Sea Serpent.

Sedge Troll

{2}{R}

Creature -- Troll

2/2

Sedge Troll gets +1/+1 as long as you control a swamp.

{B}: Regenerate Sedge Troll.

Sengir Vampire

{3}{B}{B}

Creature -- Vampire

4/4

Flying

Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire.

Serendib Efreet

{2}{U}

Creature -- Efreet

3/4

Flying

At the beginning of your upkeep, Serendib Efreet deals 1 damage to you.

Serra Angel

{3}{W}{W}

Creature -- Angel

4/4

Flying

Attacking doesn't cause Serra Angel to tap.

Shanodin Dryads

{G}

Creature -- Dryad

1/1

Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Shatter

{1}{R}

Instant

Destroy target artifact.

Shatterstorm

{2}{R}{R}

Sorcery

Destroy all artifacts. They can't be regenerated.

Shivan Dragon

{4}{R}{R}

Creature -- Dragon

5/5

Flying

{R}: Shivan Dragon gets +1/+0 until end of turn.

Simulacrum

{1}{B}

Instant

You gain life equal to the damage dealt to you this turn. Simulacrum deals to target creature you control damage equal to the damage dealt to you this turn.

Siren's Call

{U}

Instant

Play only during an opponent's turn and only before attackers are declared.

Creatures the active player controls attack this turn if able.

At end of turn, destroy all non-Wall creatures that player controls that didn't attack this turn. Ignore this effect for each creature the player didn't control continuously since the beginning of the turn.

Sleight of Mind

{U}

Instant

Change the text of target spell or permanent by replacing all instances of one color word with another. #(For example, you may change "target black spell" to "target blue spell.") (This effect doesn't end at end of turn.)#

Smoke

{R}{R}

Enchantment

Players can't untap more than one creature during their untap steps.

Sol Ring

{1}

Artifact

{T}: Add two colorless mana to your mana pool.

Sorceress Queen

{1}{B}{B}

Creature -- Sorceress

1/1

{T}: Target creature other than Sorceress Queen is 0/2 until end of turn.

Soul Net

{1}

Artifact

Whenever a creature is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life.

Spell Blast

{X}{U}

Instant

Counter target spell with converted mana cost X.

Stasis

{1}{U}

Enchantment

Players skip their untap steps.

At the beginning of your upkeep, sacrifice Stasis unless you pay {U}.

Steal Artifact

{2}{U}{U}

Enchant Artifact

You control enchanted artifact.

Stone Giant

{2}{R}{R}

Creature -- Giant

3/4

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.

Stone Rain

{2}{R}

Sorcery

Destroy target land.

Stream of Life

{X}{G}

Sorcery

Target player gains X life.

Sunglasses of Urza

{3}

Artifact

{W}: Add {R} to your mana pool.

Swamp

Land

[B]

Swords to Plowshares

{W}

Instant

Remove target creature from the game. Its controller gains life equal to its power.

Taiga

Land

Taiga is a mountain and a forest in addition to its land type.

Terror

{1}{B}

Instant

Destroy target nonartifact, nonblack creature. It can't be regenerated.

The Hive

{5}

Artifact

{5}, {T}: Put a 1/1 Wasp artifact creature token with flying into play.

The Rack

{1}

Artifact

As The Rack comes into play, choose an opponent.

At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is three minus the number of cards in his or her hand.

Thicket Basilisk

{3}{G}{G}

Creature -- Basilisk

2/4

Whenever Thicket Basilisk blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

Thoughtlace

{U}

Instant

Target spell or permanent becomes blue. #(Mana symbols on that permanent remain unchanged.)#

Throne of Bone

{1}

Artifact

Whenever a player plays a black spell, you may pay {1}. If you do, you gain 1 life.

Timber Wolves

{G}

Creature -- Wolf

1/1

Banding

Titania's Song

{3}{G}

Enchantment

Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.

Tranquility

{2}{G}

Sorcery

Destroy all enchantments.

Tropical Island

Land

Tropical Island is an island and a forest in addition to its land type.

Tsunami

{3}{G}

Sorcery

Destroy all islands.

Tundra

Land

Tundra is a plains and an island in addition to its land type.

Tunnel

{R}

Instant

Destroy target Wall. It can't be regenerated.

Underground Sea

Land

Underground Sea is an island and a swamp in addition to its land type.

Unholy Strength

{B}

Enchant Creature

Enchanted creature gets +2/+1.

Unstable Mutation

{U}

Enchant Creature

Enchanted creature gets +3/+3.

At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on enchanted creature.

Unsummon

{U}

Instant

Return target creature to its owner's hand.

Uthden Troll

{2}{R}

Creature -- Troll

2/2

{R}: Regenerate Uthden Troll.

Verduran Enchantress

{1}{G}{G}

Creature -- Druid

0/2

Whenever you play an enchantment spell, you may draw a card.

Vesuvan Doppelganger

{3}{U}{U}

Creature -- Doppelganger

0/0

As Vesuvan Doppelganger comes into play, you may choose a creature in play. If you do, Vesuvan Doppelganger comes into play as a copy of that creature except for its color and gains "At the beginning of your upkeep, you may have this creature become a copy of target creature except for its color. If you do, this creature gains this ability."

Veteran Bodyguard

{3}{W}{W}

Creature -- Bodyguard

2/5

As long as Veteran Bodyguard is untapped, all damage that would be dealt to you by unblocked creatures is dealt to Veteran Bodyguard instead.

Volcanic Eruption

{X}{U}{U}{U}

Sorcery

Destroy X target mountains. Volcanic Eruption deals damage to each creature and player equal to the number of mountains destroyed this way.

Volcanic Island

Land

Volcanic Island is an island and a mountain in addition to its land type.



Wall of Air  
{1}{U}{U}  
Creature -- Wall  
1/5  
#(Walls can't attack.)#  
Flying

Wall of Bone  
{2}{B}  
Creature -- Wall  
1/4  
#(Walls can't attack.)#  
{B}: Regenerate Wall of Bone.

Wall of Brambles  
{2}{G}  
Creature -- Wall  
2/3  
#(Walls can't attack.)#  
{G}: Regenerate Wall of Brambles.

Wall of Fire  
{1}{R}{R}  
Creature -- Wall  
0/5  
#(Walls can't attack.)#  
{R}: Wall of Fire gets +1/+0 until end of turn.

Wall of Ice  
{2}{G}  
Creature -- Wall  
0/7  
#(Walls can't attack.)#

Wall of Stone  
{1}{R}{R}  
Creature -- Wall  
0/8  
#(Walls can't attack.)#

Wall of Swords  
{3}{W}  
Creature -- Wall  
3/5  
#(Walls can't attack.)#  
Flying

Wall of Water  
{1}{U}{U}  
Creature -- Wall  
0/5  
#(Walls can't attack.)#  
{U}: Wall of Water gets +1/+0 until end of turn.

Wall of Wood  
{G}  
Creature -- Wall  
0/3  
#(Walls can't attack.)#

Wanderlust  
{2}{G}  
Enchant Creature  
At the beginning of the upkeep of enchanted creature's controller,  
Wanderlust deals 1 damage to that player.

War Mammoth  
{3}{G}  
Creature -- Mammoth  
3/3  
Trample

Warp Artifact  
{B}{B}  
Enchant Artifact  
At the beginning of the upkeep of enchanted artifact's controller,  
Warp Artifact deals 1 damage to that player.

Water Elemental  
{3}{U}{U}  
Creature -- Elemental  
5/4

Weakness  
{B}  
Enchant Creature  
Enchanted creature gets -2/-1.

Web  
{G}  
Enchant Creature  
Enchanted creature gets +0/+2 and may block as though it had flying.

Wheel of Fortune  
{2}{R}  
Sorcery  
Each player discards his or her hand and draws seven cards.

White Knight  
{W}{W}  
Creature -- Knight  
2/2  
First strike, protection from black

White Ward  
{W}

Enchant Creature

Enchanted creature has protection from white. This effect doesn't remove White Ward.

Wild Growth

{G}

Enchant Land

Whenever enchanted land is tapped for mana, its controller adds {G} to his or her mana pool.

Will-o'-the-Wisp

{B}

Creature -- Will-o'-the-Wisp

0/1

Flying

{B}: Regenerate Will-o'-the-Wisp

Winter Orb

{2}

Artifact

As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

Wooden Sphere

{1}

Artifact

Whenever a player plays a green spell, you may pay {1}. If you do, you gain 1 life.

Wrath of God

{2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

Zombie Master

{1}{B}{B}

Creature -- Lord

2/3

All Zombies have "{B}: Regenerate this creature" and swampwalk.

#(They're unblockable as long as defending player controls a swamp.)#